Luis Espino - Software Software Engineer

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Summary:

Software Engineer with emphasis on web development, system design, and problem-solving. Proficient in front-end and back-end web frameworks. Experienced in comprehensive software and hardware testing, root cause analysis, and test result analysis. Ultimately, devoted to ensuring software quality in complex systems.

Education:

University of California, Irvine — June 2022
B.S. in Computer Science — GPA: 3.18

Areas of Expertise:

Python	SaaS	Software Design	Computer Vision &
Javascript	React/Node.js	Game Systems & Design	Graphics
Git	API	Data Management	

Course Work:

Work Experience:

Autonomous Vehicle Software Operator: Zoox — **October 2022-Present**

- Conducted comprehensive software and hardware testing on Level 3 autonomous vehicles.
- Executed **Linux** Shell scripts for software troubleshooting and system data extraction.
- Provided precise written and oral feedback to engineering teams to enhance vehicle safety and efficiency.

Computer Science Instructor: Juni Learning — **April 2022-October 2022**

- Taught computer science concepts using **Python** by implementing student-centric one-on-one remote sessions.

Projects:

Spotify Browser — **February 2022**

- Developed a client-server web application using **Angular** and **Node.js** for seamless communication with the Spotify **API**.
- Designed and integrated engaging **front-end** features using **HTML**, **CSS**, and **Angular** components.
- Built a secure **back-end API** using Express.js and OAuth 2.0 protocol to handle user search requests, ensuring efficient and secure data retrieval from Spotify's extensive database.
- Utilized responsive design **Bootstrap** libraries to ensure optimal performance and a seamless user experience across various devices, including **desktop** and **mobile**.

Water Simulator — **June 2022**

- Developed interactive **WebGL** animation simulating a realistic water pond with 3D objects, incorporating visual effects (Blinn-Phong, reflection, fresnel effect).
- Adapted simulation into a web application using **JavaScript** and **HTML**, enabling public interaction.

Image Recognition Software — **February 2022**

- Developed an **AI** algorithm with **Phyton, Matplotlib, and Numpy** libraries for image object recognition with a 95% success rate.

Sleep Cycle Tracker — **January 2022**

- Developed an application to track users' sleeping cycle data using **Javascript/HTML** and the **Ionic** library.
- Leveraged **UX/UI** principles for a user-friendly interface.
- Rigorously unit-tested for **IOS** and **Android** using Ionic Lab, ensuring the app's stability and reliability

Vaccine Dash (Videogame) — **December 2021**

- Orchestrated game mechanics, physics, and logic, as well as optimizing the player experience through the use of graphics and sound elements.
- Presented game in a mock product pitch, showcasing key features and potential for marketability.